Quest 1 - Naga Lord's Lair :

Naga Lord Room

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Quest 1 - Naga Lord's Lair

By Luc Dubé

Scenario Background

The Country is in Turmoil. Since the last Border War with the Eartern Countries, the roads are not safe. In hope of bringing some Peace to this part of the Country, you travel on the Old Road of Yustin, Ancient wonder of the Old World, looking for some adventures. One day, while making a early start, a strange fog seemed to appear out of nowhere, engulfing you in. Suddendly, the fog parts and a corridor appears, opening a way into a strange opening in the Mountain's wall.

A Young Women seems to have been waiting for your coming near the Entrance as she aknowledges your with a nod: "Welcome Warriors, You have been chosen to bring back the Ancient Knowledge to this World and bring Peace to the Lands. Know that your way will be marked with ambushes but Faith will bring you to the Halls of Knowledge and guide you throughout your adventures. Your first task will be finding the secret passage to the Depths of Yustin. Beware the Lord Naga who protects it. He is an Old Creature of Strong Magics and should be dealt with with caution."

With this she dissapears and opens you the way into a dungeon. Feeling the importance of the mission imposed on you, you step into the dark opening and embark into your most perilious adventure ever.

Mission Goals

Find the heavily guarded Room of the Naga Lord and "persuade" him to show you the way into the Depths of Yustin.

Treachery:

2 Event (Green), 4 Trap (Purple), 4 Monster (Red)

Treasures:

Copper 1 - 100 Coins, 1 Curse, 1 Copper Treasure
Copper 2 - 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 3 - 100 Coins, 2 Curses, 1 Copper Treasures
Silver 1 - 2 Conquest Tokens, 1 Silver Treasure
Silver 2 - 3 Conquest Tokens, 1 Silver Treasure
Silver 3 - 2 Curses, 100 Coins, 1 Silver Treasure
Gold 1 - 3 Conquest Tokens, 2 Curses, 1 Gold Treasure
Gold 2 - 100 Coins, 1 Gold Treasure

Naga Lord Room

As you open the door, you see 2 large Nagas ready to jump at you. You also get a glimpse of a large Naga that emanates strong magics, undoubtly it is the Naga Lord at the end of the room. You hear him say: "It isssss now too late to turn back heroessss. Your adventuressss must end here."

The Naga Lord Special Abilities:

- Has 1 point of Sorcery for Each Hero in the Game + 1 Sorcery.
- Immune to Magic
- Immune to Pierce.
- For each 2 Magic Damage sustained, 1 Health is added to his current Health, ignoring maximum Health. A White Light then appears around him for a brief moment after the attack.
- If there are any creatures within 8 spaces he may transfer some or all the damage received to this creature. If the damage exceeds the creature's Health, he may transfer the excess to another creature with no limit to number of creatures.

As the Naga Lord dies:

You hear him say: "Ffffools, because of you She will be free to walk these Lands again."

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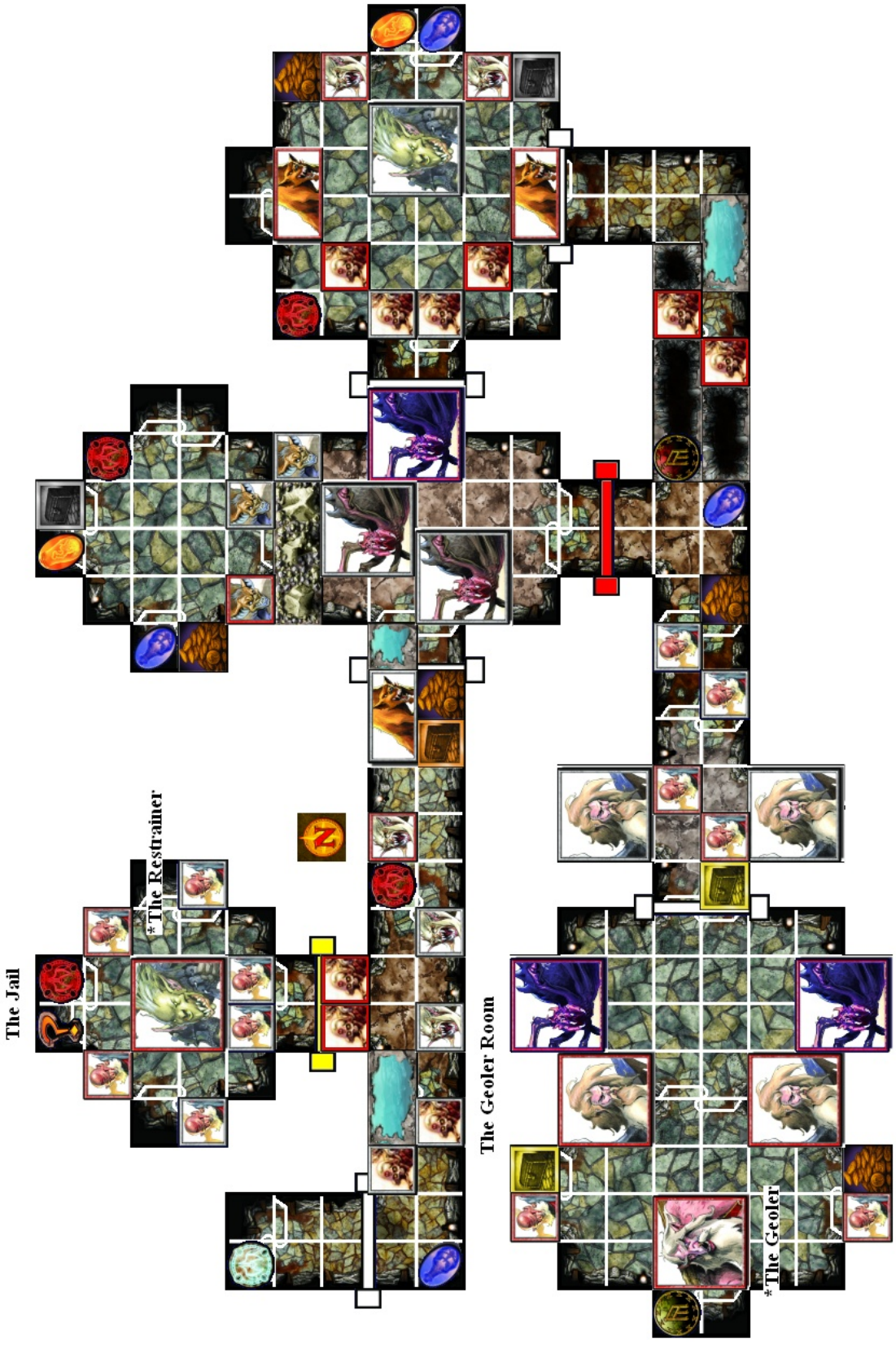
Quest 2 - The Jailhouse



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Quest 2 - The Jailhouse

By Luc Dubé

Scenario Background

After defeating the Naga Lord, A secret passage was revealed, leading you deeper into Yustin's Depths. You can't stop wondering why was this passage concealed. What was the Naga Lord protecting? His last words still echoing in your head: "Ffffools, because of you She will be free to walk these Lands again." Who is this She? Why was She so dangerous?

As you finally step out of the secret passage full of thoughts, you notice a strange inscription on the wall saying: Jailhouse. Could there be any prisonners here after all theses years? Surely not. But one thing is for sure, you can hear that you are not alone anymore.

Mission Goals

Find your way through the Jailhouse and the passage that will lead you deeper in the Depths of Yustin. Beware of the Geoler.

Player Starting Bonus:

- Extra 250 Gold Coins.

Overlord Starting Bonus:

- 2 Curses per Players.

Treachery:

3 Event (Green), 4 Trap (Purple), 3 Monster (Red)

Treasures:

Copper 1 - 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2 - 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 3 - 2 Curses, 2 Copper Treasure
Silver 1 - 3 Conquest Tokens, 2 Curses, 1 Silver Treasure
Silver 2 - 3 Conquest Tokens, 2 Curses, 1 Silver Treasure
Silver 3 - 2 Curses, 2 Silver Treasures
Gold 1 - 2 Conquest Tokens, 100 Coins, 1 Gold Treasure
Gold 2 - 3 Conquest Tokens, 2 Curses, 1 Gold Treasure

The Geoler Room

As you open the door, a strange silence seem to fall. The Geoler looks at you and laugh: "You cannot kill me Heroes. Flee while you still can."

The Geoler Special Abilities:

- Dodge Ability (Can Dodge on each attack made against him).
- Has 1 Extra Health for Each Hero in the Game + 5 Extra Healths.
- Has 1 Extra Armor Point for Each Hero in Game + 1 Armor Point.
- Regenerates 4 Healths per Turn.
- When he dies, put 5 Hearts and remove 1 Heart per Overlord Turn. When there are no Hearts left, The Geoler ressurects.
- The Geoler can open the Red Rune Door without the Red Rune.

As The Geoler dies:

You hear him scream: "NO! I NOT DIE!"

You see a strange Blue Light surronding is body as he seems slowly to be healed by it. You don't know how long it's going to take, but you have the feeling that you haven't seen the last of him.

The Jail

As you Open the Door, you can see a bright White Light at the end of the Room and some kind of inactivated Portal next to it looking exactly like a Town Portal but with a different Runic Design.
As the Restrainer sees you he says: "Who is disturbing me? Argh. With your blood you will pay for such an affront."

The Restrainer Special Abilitiess:

- Command Ability.
- Stun Ability.
- Can Roll a Black Die for Each damage sustained and substract one for Each Power Enhancement rolled.
- Has 1 Extra Health for Each Hero in the Game + 7 Extra Healths.
- Has 1 Extra Armor Point for Each Hero in Game + 3 Armor Points.

As The Restrainer dies:

"My Death will bring Yours!"

As he falls to the ground. The White Light seems to dissipate revealing the silhouette of a beautiful young women all dressed in blue. As you make a step towards her, you can see a look of horror on her face. As she lifts her eyes and look at you, panic seems to set in. Before you have time to say a word, she jumps in the strange Portal, activating it at the same time and dissapears in a scream as the Portal Light engulfes her.

Important: The Heroes must use the Portal in this room to access the next Quest Aera.

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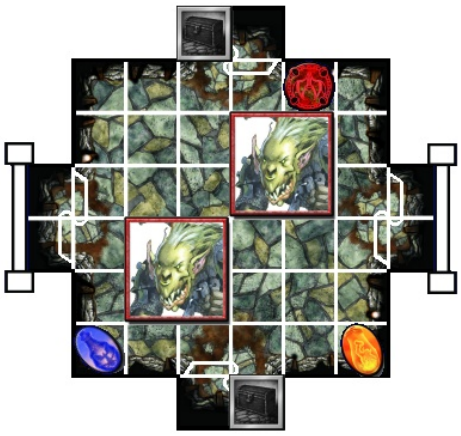
Quest 3 - Labyrinth of Circles

*The Northern Corridor

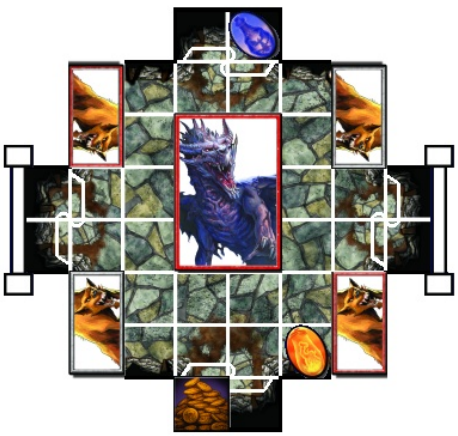
*The Spawn Room 2

*The Spawn Room 3



*The Spawn Room 4

*The Final Room



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Quest 3 - Labyrinth of Circles

By Luc Dubé

Scenario Background

As you escaped the Undying Geoler by stepping in the Portal, you seem to travel throught time and space. Buildings gets constructed before your eyes just to be destroyed afterwards in a War. Just how long this is taking is unknown to you, but you finaly see a bright light surrounding you and you feel like crossing back into your reality.

Mission Goals

Find your way deeper into the Depths of Yustin. The path to take is not always clear and sometimes you might have a feeling of "Déjà vue".

Important: The Corridors of The Labyrith of Circles are Unique in design. Each direction taken is a Different Area alltogether, meaning that a Heroes using the Left Door and going South will not meet Heroes using the Right Door going South. Heroes will have to stick together to be able to complete the Labyrith. This is also the reason why the Overlord cannot Spawn as the Heroes will loose alot of Time going around the Room to the New Area. Remember to use wisely your "Hordes of the Things" as you get to place them as they Open a Door, uncovering a New Area each time they do.

- The Spawning Rules are different in this Quest. The Overlord can only Spawn Once, adjacent to Glyph Portal, Ignoring Line Of Sight.
- After Heroes clear a Room, put a Question Mark in the middle of the Room to Trigger the Event of the Room.
- Each Opening of a Door opens a New Area.

Player Starting Bonus:

- Extra 500 Gold Coins.

Overlord Starting Bonus:

- Hordes of the Thing is Open and ready for use.

Treachery:

2 Event (Green), 6 Trap (Purple), 2 Monster (Red)

Treasures:

Copper 1 - 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2 - 2 Conquest Tokens, 100 Coins, 1 Copper Treasure
Copper 3 - 3 Conquest Tokens, 1 Curse, 1 Copper Treasure
Silver 1 - 2 Conquest Tokens, 1 Silver Treasure
Silver 2 - 2 Conquest Tokens, 1 Silver Treasure
Silver 2 - 3 Conquest Tokens, 1 Silver Treasure
Gold 1 - 3 Conquest Tokens, 1 Gold Treasure
Gold 2 - 3 Conquest Tokens, 1 Gold Treasure

Spawn Room 1

As you step out of the Portal, you feel disoriented and weak. As you feel like collapsing, Large Spiders appears near you. Grinding your teeth, you get up ready to defend yourself.

- Heroes are Dissoriented and cannot use any Fatigues or Ready actions for 3 Turns (including Ghost Armor).
- Due to starting penalty to Players, this area is not considered a New Area and therefore is not subjet to free Horde of the Thing.
- No spawning can occur with this Portal being a different type of Portal than the others.

As the Hero Steps on the Question Marker:

You notice a strange letter written on the Floor: S.

Important: When exiting this Spawn Area, the Players must use the Southern Passage or face again the creatures in Spawn Room 1.

As the Hero opens the Copper Chest:

You quickly open the Chest. Too quickly. You feel as if someone has allready opened this chest. Hopefully there are still treasures inside.

Important: It cost only One Movement Point to open this Chest as it was allready opened before.

Spawn Room 2

Important: When exiting this Spawn Area, the Players must use the Northern Passage or face again the creatures in Spawn Room 2.

As the Hero Steps on the Question Marker:

You notice a strange letter written on the Floor: N.

Spawn Room 3

Important: When exiting this Spawn Area, the Players must use the Southern Passage or face again the creatures in Spawn Room 3.

As the Hero Steps on the Question Marker:

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You notice a strange letter written on the Floor: S.

Spawn Room 4

Important: When exiting this Spawn Area, the Players must use the Southern Passage or face again the creatures in Spawn Room 4.

As the Heroes examine the Room:

You feel like something is amiss within this room. You also don't see anything written on the Floor.

As a Hero approaches the Rubbles:

You see a strange hieroglyph. As you touch it, the Rubbles dissappears, revealing their secrets.

The Master Beastmans interrupts and get a Free Attack. Then play resumes as normal.

Final Room

As you touch the handle of the Door, you notice it is unusually hot. Opening it, you see why it was so. A large Dragon with Fiery Red Hell Hounds are all looking at you. A strong smell of sulfur inhabits the room.

The Dragon hisses: "Welcome to HELL Heroes!"

Hell Hound Special Abilities:

- Immune to Fire (including Fire Breath Wepons) and Burn.
- Roll 1 Extra Black Die per Hero in the Game minus 1 Black Die (Maximum of 5)
- Has 1 Extra Health for Each Hero in the Game.
- Has 1 Extra Armor for each Hero in the Game.
- When killed, they explode for a Blast 1 per Hero in the Game covered area. Roll 1 Black Die per Hero in the Game (+1 for Masters). Each 2 Surges can be converted to a Burn token. Each Heart equals to 1 Damage to Hero(es), Use Piercing Ability of Creature.

Dragon Special Abilities:

- Has 1 Extra Health for Each Hero in the Game + 5 Extra Healths.
- Has 1 Extra Armor for each Hero in the Game + 1 Extra Armor.
- Has Fear 2.
- Each 2 Surges rolled can be converted to an Extra Burn.

As the Heroes examine the Room:

Now that the Battle is over. You notice that the wall is slightly strange at one place. You get closer and find out that it can be pushed, reveling staircases going down.

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Quest 4 - Halls of Illusions

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Quest 4 - Halls of illusions

By Luc Dubé

Scenario Background

As you prepare to make your way deeper, you notice light footsteps in the dust of the staircase's stairs. Someone has been here not too long ago. After what seems like Hours of going steadily down, you finaly see a light. The closer you get to the light, the stronger the feeling that something is amiss nag at you. As you step into the Light, you see something written out with dry blood: "Things are not as they seem". With no time to waste, you withdraw your weapon as you notice that you are not alone.

Mission Goals

Try to make your way through the Halls of Illusions. And remember... Things are not what they seem...

Important:
- All creatures have Special Abilities that are different from the ones listed on the Cards as everything is different in the Halls of Illusions.
- Question Markers represents Piles of Bones and Trinkets. Hero Searching Must Roll a Black Die: On a Power Enhancement, Hero Receives 1 Damage not reduced by Armor, On a Surge, Receives 100 Coins, On a Blank, Hero Receives The Rune of Passage (or 1 Conquest Token if the Rune is allready found).

Player Starting Bonus:

- Extra 500 Gold Coins.
- Extra Die of Choice.
- Copper Treasures are Open.

Overlord Starting Bonus:

- Doom is Open and ready for use.

Treachery:

6 Event (Green), 4 Trap (Purple), 2 Monster (Red)

Treasures:

Copper 1 - 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2 - 2 Conquest Tokens, 100 Coins, 1 Copper Treasure
Copper 3 - 3 Conquest Tokens, 1 Copper Treasure
Silver 1 - 2 Conquest Tokens, 1 Silver Treasure
Silver 2 - 2 Conquest Tokens, 100 Coins, 1 Silver Treasure
Silver 3 - 3 Conquest Tokens, 100 Coins, 1 Silver Treasure
Gold 1 - 3 Conquest Tokens, 1 Gold Treasure
Gold 2 - 3 Conquest Tokens, 1 Gold Treasure

New Creatures Abilities

Skeleton - Freezing Arrow, Cold Immunity, Slow
Skeleton Master - Frost Arrow, Cold Immunity, Freeze
Beastman - Evade, Aim
Beastman Master - Evade, Aim, Stun
Sorcerer - Fireball, +1 Sorcery, Fire Immunity
Sorcerer Master - Fireball, +2 Sorcery, Burn, Fire Immunity
Hell Hound - Lightning Strike, Shock
Hell Hound Master - Lightning Strike, Electrify
Spider - Tiredness, Pierce Immunity
Spider Master - Tiredness, Pierce Immunity, Charge
Razorwing - Fly, Reach Immunity, Daze
Razorwing Master - Fly, Reach Immunity, Daze, Quick Shot
Kobold - Pierce 2
Kobod Master - Pierce 3, Command
Ferrox - +2 Damage, Immune to Magic
Ferrox Master - +3 Damage, Immune to Magic, Knockback
Ogre - Dodge, Bleed
Ogre Master - Dodge, Hardskin, Bleed
Naga - Aura, Regeneration
Naga Master - Aura, Regeneration, Sleep
Manticore - Sorcery 2, Root, Blink
Manticore Master - Sorcery 3, Root, Phase
Golem - Telekinesis, Sweep
Golem Master - Telekinesis, Sweep, Stun

Skills Definitions:

Note: When using Surges for Skills, they are wasted and cannot be used for Curse Tokens.

Freezing Arrow - Pierce 1 + Pierce 1 each Surge.
Frost Arrow - Pierce 2 + Pierce 1 each Surge.
Slow - On Sucessful Hit, Target moves 1/2 Speed, Rounded-Up. Last One Turn. Non-Cumulative.
Freeze - On Sucessful Hit, Target moves 1/2 Speed, Rounded-Up and Attack with no Power Dices, Last One Turn. Non-Cumulative.
Evade - Reroll one Dice of choice. If attack is Aimed, Attacker cannot reroll the Rerolled Dice.
Fireball - Blast 1 + Blast 1 each Surge.
Lightning Strike - Each Surge permits Attack to jump to nearest Enemy Target (Using logic), Ignores Metal Armor.
Shock - If Wearing Metal (Weapon or Armor), Roll 1 Blue Die and Subtract rolled Damage on Hero's Turn.
Electrify - If Wearing Metal (Weapon or Armor), Roll 1 Red Die and Subtract rolled Damageon Hero's Turn.
Tiredness - Each Damage dealt Removes 1 Fatigue and Give One Tiredness Token (use Poison) to Maximum of Fatigue Level. Hero Fatigue = Max Fatigue - # Tiredness Tokens. Stolen Fatigue can only be regained with Rest.
Regeneration - Heals 1 White Die per Turn.
Sleep - Heroes falls to the ground and can do nothing until a Surge is rolled on his Turn or Suffers at least 1 Wound. If Sleeping for a full turn, acts like a Rest.
Hardskin - Half-Damage from Attacks.
Root - Target cannot spend any Movement Points, Last One Turn. Cumulative.
Blink - On Ranged or Magic Attacks, Roll One Power Die, Miss on a Surge.
Phase - On Ranged or Magic Attacks, Roll One Power Die, Miss on a Power Enhancement.
Telekinesis - Like Telekinesis Skill - 1 Space only.

Trial Room

- Each Hero enters the Room Alone and Fight in a Different Time and Space than the Others. They Need to Fight Themselves in Order to go trought The Final Door. The Last Door is Not Opened for the Hero if he did not Win the Battle.

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- Heroes cannot use any Ready Actions, nor Battle. Same restriction for Overlord playing the Hero's Alter-Ego.
- Overlord gets First Attack on the Hero entering the Room for the First Time due to the Surprise Effect. Heroes get First Attack when reentering.
- When a Hero enters the Room, the Alter-Ego is created Equal in all points (# Health, # Fatique, Skills, All Items). Overloard can use every Skills the Hero can use.
- Other Heroes cannot see any Alter-Egos when Outside the Room, Only the Heroes Inside seeming to Fight Alone.
- Heroes cannot Get Out of The Trial Room except through The Final Door. The Entering Door closes Behind them when Entering and Can Never be Opened.

As the Hero enters The Trial Room:

As you enter the Room, you see a Reflection of yourself at the End of the Room. Is this Room composed of Mirror? Strange. Before you can React, you Mirror-Image raises it's Weapo and Attacks You. What is happening?

Gift Room

As you look at the End of the Room, you can see a ghostly form of a Flotting Armor.

Floating Armor:
+1 to Natural Armor

Floating Weapon:
+1 Black Die of Choice

Floating Light:
Select a Skill of Choice

All these bonuses are Permanent Changes to Heroes. Once a Gift is selected, it Dissapears (One Gift for One Hero Only).

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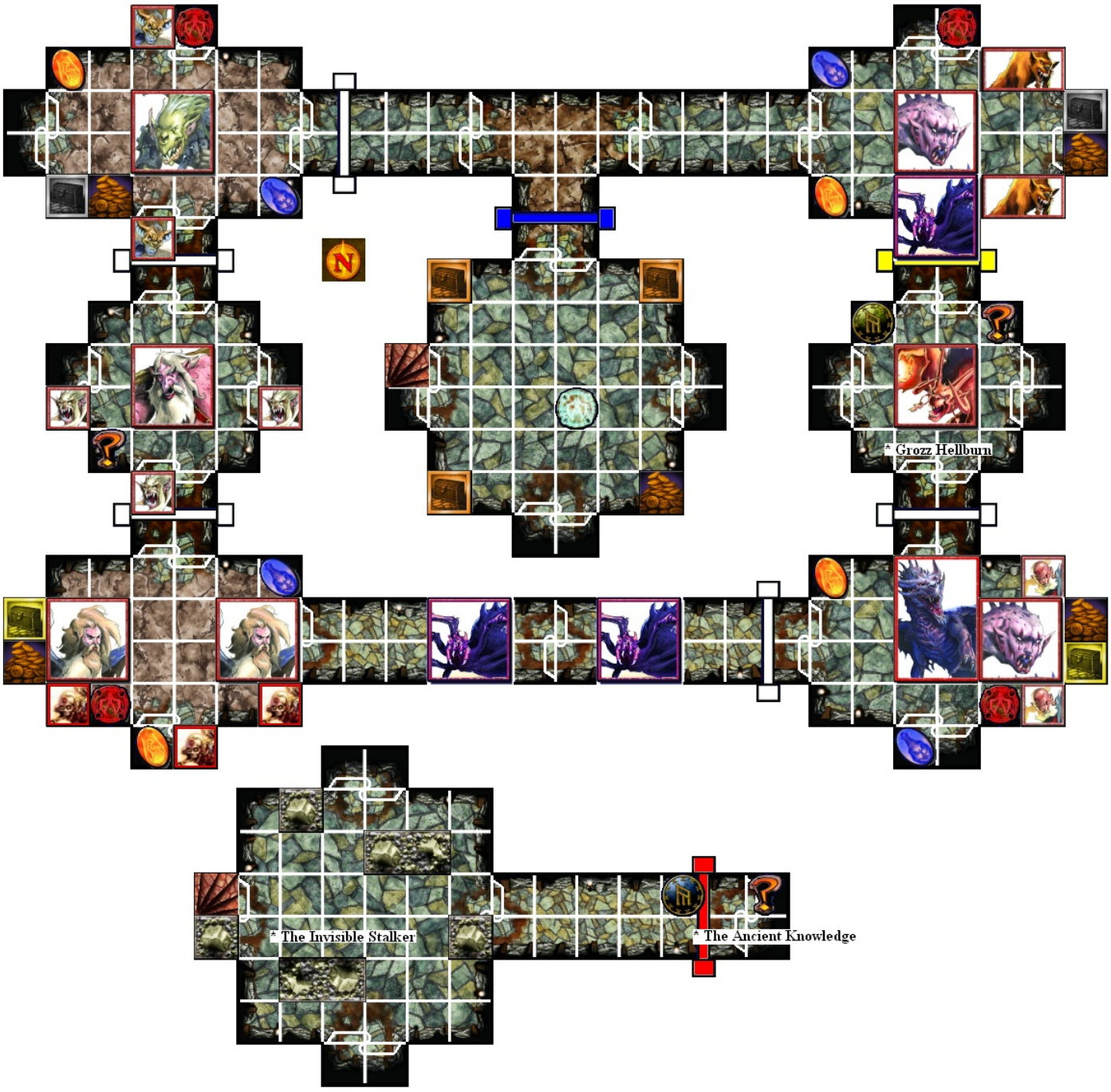

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Quest 5 - The Ancient Knowledge

By Luc Dubé

Scenario Background

You finally make your way to your Final Destination. These are the Halls of Knowledge and where The Ancient Knowledge is kept. Peace will be brought back to the Lands along with Hope. You will not fail so close to it all...

Mission Goals

Try to make your way through the Halls of Knowledge. Remeber that you sometime need to go Far to actually get Close.

Player Starting Bonus:

- Extra 1000 Gold Coins.

Overlord Starting Bonus:

- Hordes of the Thing is Open and ready for use.
- Trapmaster is Open and ready for use.

Treachery:

2 Event (Green), 4 Trap (Purple), 6 Monster (Red)

Treasures:

Copper 1 - 2 Conquest Token, 1 Copper Treasure
Copper 2 - 2 Conquest Token, 1 Copper Treasure
Copper 3 - 2 Conquest Token, 1 Copper Treasure
Silver 1 - 2 Conquest Tokens, 1 Silver Treasure
Silver 2 - 2 Conquest Tokens, 100 Coins, 1 Silver Treasure
Silver 3 - 3 Conquest Tokens, 100 Coins, 1 Silver Treasure
Gold 1 - 3 Conquest Tokens, 1 Gold Treasure
Gold 2 - 3 Conquest Tokens, 1 Gold Treasure

The Invisible Stalker Room

If the Heroes have not made the Invisible Stalker visible:

As you enter the Room, you feel that you are not alone but there is nothing that you can see or hear. The hair at the back of your neck rises. You are suddenly attacked from nowhere. What is this place?

If the Heroes have randered the Invisible Stalker visible:

You can finally see what as attacked you before. Some sort of immaterial translucent ghost stands in front of you, only this time, the battle is a little more even.

The Invisible Stalker:

Melee Attack: Roll 1 Red, 2 Green Dies, 2 Yellow Dies, 1 Black Die per Hero.
Range Attack: Roll 1 Blue, 2 Yellow, 1 Black Die per Hero.
Mouvement Points: 4.
Armor Points: 5 + 1 per Hero.
Health Points: 14 + 2 per Hero.

Special Abilities:

- Can only use Melee Attacks when Not Invisible.
- Can Always Make a Range Attack, Even if using Melee Attack.
- Heroes Cannot Use Any Surge(s) Against The Stalker.
- The Invisible Stalker Cannot leave the Room and use the Stairs since it is Guarding the Entrance to The Ancient Knowledge.
- Immune to Burn, Bleed, Breath, Poison, Web, Stun and Daze.
- Cannot be Grapple due to his somewhat Immaterial Form.

Once the Invisible Stalker is defeated:

- Hero have gained 6 Conquests Tokens.

Nothing happends for 2 Turns. The Red Rune is nowhere to be seen.

- On the 3rd Turn:

Anastasia the Blue arrives (put a marker at the red stairs) and says:

" I see that you have made it this far Heroes, but now it is time to let go of this Quest. Your usefullness has been reached by killing the Invisible Stalker. Now go back to your lands, your journey is done from here." Seeing the refusal in your eyes she screams: "If you ask to die, then you will". She gets first attack.

Grozz Hellburn's Room

As you open the Door, you see a Large fiery Red Deamon that smiles at You and growls: "Some things are better left alone Heroes."

Grozz Hellburns:

- Has 5 Extra Health for Each Hero in the Game.
- Has 1 Extra Armor for each Hero in the Game + 2 Extra Armor.
- Has Fear 3.
- Rolls all 5 Power Dies.

Anatasia the Blue

Use her as a Hero using Battle, Guard, etc.

Stats:

Fatigue: 5

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Speed: 4
Health: 12
Specialization: 5 Dies - Magic

Special Power:

Items:

- Elven Cloak (+2 Armor, Cancel 1 Wound per Power Enhancement)
- Ring of the Arcane (Magic Attack = +2 Range, +2 Damage)
- Wings of Regiroth (Fly, Always 2 Extra Movement)
- Staff of the Elements (Unique, See Description)

Skills:

- Prodigy (Magic Attack = 2 Free Surges)
- Willpower (+1 Armor vs Magic Attacks)
- Quickcasting (2 Fatigue for Extra Attack)
- Telekinesis

Staff of the Elements:

- Fire Shield (Shield that absorbs 10 Damages + 5 Damages per Hero, Immune to Pierce, Immune to Fire, Dissapears when Exhausted, Can be Recasted)
- Maelstrom (Use Blast Template, Dies: White + Green + Yellow + Yellow, Knockback)
- Ice Orbs (Hurled at Enemy, Pierce 5, Dies: White + Green + Green + Yellow, +1 Damage per Surge)
- Earth Invigoration (Regenerate 2 Fatigues per Turn)

As Anastasia the Blue dies:

She falls to the ground and screams. You see a red rune falling out of her hand.

- Heroes get 4 Conquests Tokens.

The Ancient Knowledge

As you approach the Pedestal and glimpse The Ancient Knowledge, you finally understand. Why didn't you see it before, it was all in front of your eyes. The Wars, they could be ended easyly with a little persuasion. You knew what you had to do. Taking The Ancient Knowledge in your hand, you join with it. You will bring Peace to the Lands. but somehow you knew you would forever stay here...

As Years passed by :

The Peace finally came to the Land. No one knows why, but Leaders finally seemed to see Reason and Negociate with one another. Why the Suuden Change, no one knew. And no one has never seen the Heroes in the Depts of Yustin walking the Land again. Sages said a new Balance has been made and that It would last for a long time. But in every Balance, there is always a possibility it would eventually Unbalance...

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